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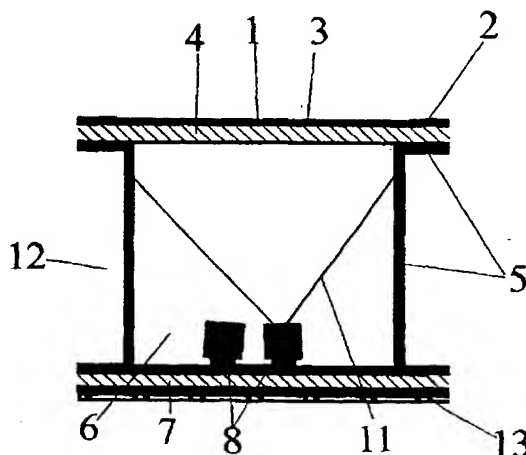
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(54) Title: CONSTRUCTION OF GAMES GRID BOARD



(57) Abstract: A grid of points is constructed from the following four layers: A transparent membrane keyboard with a press-sensitive area at each grid point. A layer of a uniform, translucent material below the membrane keyboard. A separation layer of opaque material below the translucent layer, which for each grid point has a circular hole with reflecting or very light walls. A PCB below the separation layer, on which two or more light sources per grid point are mounted, and also carries the circuitry to drive them. The four layers are held together, and the thickness of the separation layer is such that the light sources are not immediately below the translucent area, but some distance away. The membrane keyboard and the control of the light sources are both connected to a CPU with some memory which uses them to manage various games and puzzles.

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